

SUMMARY OF CAMPAIGN CONTRIBUTIONS AND EXPENSES
2000 PRIMARY AND GENERAL ELECTIONS

3CAN176

State of Nevada

WILLIAM HENDERSON FAMILY COURT JUDGE, DEPT. "J"
 Candidate's Name(print) Office District (if applicable)
Home - 4408 NORTE CIRCLE, LAS VEGAS, NV. 89130 Office Phone-(702)385-7373
 Mailing Address (include city and zip code) Telephone Number

REPORT NUMBER 3 - DUE JANUARY 15, 2001

Report Period Begins: October 26, 2000

Report Period Ends: January 5, 2001

CONTRIBUTIONS SUMMARY

- | | |
|--|-------------------------|
| 1. From Report Numbers 1 and 2, total amount of contributions in excess of \$100 | <u>\$8,607.00</u> |
| 2. From Report Numbers 1 and 2, total amount of contributions of \$100 or less | <u>\$225.</u> |
| 3. Report Number 3, total amount of contributions in excess of \$100 | <u>\$2,000.</u> |
| 4. Report Number 3, total amount of contributions of \$100 or less | <u>\$50.</u> |
| From Report Numbers 1, 2, and 3, actual number of | |
| contributions of \$100 or less <u>Seven contributions,</u> | |
| | <u>totalling \$275.</u> |
| 6. Interest and income earned, if any, during this report period | <u>\$0.00</u> |
| 7. TOTAL AMOUNT OF ALL CONTRIBUTIONS | |
| (add lines 1 through 6) | <u>\$10,882.</u> |

EXPENSES SUMMARY

- | | |
|---|--------------------|
| 8. From Report Numbers 1 and 2, total amount of expenses in excess of \$100 | <u>\$85,555.95</u> |
| 9. From Report Numbers 1 and 2, total amount of expenses of \$100 or less | <u>\$185.00</u> |
| 10. Report Number 3, total amount of expenses in excess of \$100 | <u>\$1,500.00</u> |
| 11. Report Number 3, total amount of expenses of \$100 or less | <u>\$0.00</u> |
| 12. TOTAL AMOUNT OF ALL EXPENSES | |
| (add lines 7 through 11) | <u>\$87,240.95</u> |

If no contributions or expenses are listed during this Report Period, only this page of the report needs to be filed with your filing officer.

I declare under penalty of perjury that the foregoing is true and correct.

Executed on 1/16/01
 Date

William Henderson
 Signature of Candidate